



US006546400B1

(12) **United States Patent**
Aberson

(10) **Patent No.:** **US 6,546,400 B1**
(45) **Date of Patent:** **Apr. 8, 2003**

(54) **METHOD AND SYSTEM FOR CREATING TRADING CARDS**

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

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(21) Appl. No.: **09/394,155**

(22) Filed: **Sep. 13, 1999**

Related U.S. Application Data

(60) Provisional application No. 60/126,183, filed on Mar. 25, 1999, and provisional application No. 60/119,113, filed on Feb. 8, 1999.

(51) **Int. Cl.⁷** **G06F 17/30**

(52) **U.S. Cl.** **707/104.1; 707/9; 707/103 R; 707/517; 707/530**

(58) **Field of Search** **707/9, 100, 200, 707/517, 530, 104.1; 705/26, 77; 463/1, 44; 709/217, 219, 227; 273/293; 358/296**

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(57) **ABSTRACT**

Statistical data relating to the performance of a person in an activity, such as a sporting activity, may be stored in a memory storage device. One or more digital images may also be stored in the memory storage device along with pre-defined trading card templates. A template comprises a pre-designed arrangement of statistical data fields and at least one image field. A trading card is created by importing selected statistical data into the statistical data fields of the template and importing a selected digital image into the image field of the template. Statistical data relating to a plurality of people may be stored in the memory storage device so that the statistics of one person may be compared to those of another person. A finalized trading card may be stored as a card file in the memory storage device. The user may print the card file to a local printer or may submit a request for a professionally printed version of the trading card. The card file may be transmitted to a professional printing service provider. The system and method may be practiced in a stand-alone computer environment or in a distributed network environment.

43 Claims, 12 Drawing Sheets

